KingCON

COLLABORATORS			
	TITLE : KingCON		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Chapter 1

KingCON

1.1   KingCON documentation

```
        ************************************************************************

*                 *
*        --- KingCON 1.1 ---          *
*                 *
*         --- User Documentation ---        *
*                 *
*     --- Copyright © 1993 David Larsson ---       *
*                 *
************************************************************************
```

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1.2   Preface

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  ! KingCON needs Kickstart 2.0 or better to run. !

1.3   KingCON compared to CON

                  The WB2.0 console-handler - CON: - is really good, but it lacks ←
                     some
very handy features that make life easier if you use it a lot.
KingCON (or KCON) is a replacement that behaves EXACTLY like CON, but it
also adds these important features:

  *

            Filename completion
            . You just type the first letters of a filename,
   press the TAB-key, and - voilà! - the rest of the name is filled
   in for you (or you will be presented a list of alternative files that
   you can choose from). This makes typing MUCH faster and minimizes
   frustrating misspellings. You can also bring up a standard
   filerequester and select a file that way.
   DOS-commands and devicenames can be completed in a similar way.
   Some of you might say that the Shell should provide this function
   instead, but since all editing is managed by the console-handler
   anyway, this is only natural. And as a "sideeffect", the filename-
   completion will be available AT ALL TIMES - not only when you are
   standing at the shell-prompt.

  *

            Review-buffer
            . A scrollbar in the right windowborder lets you browse
   through all text that has been output to the window at any time.
   (Very useful when your compiler spits out ten pages of errorlistings.)
   The buffer can be turned on and off, and saved to a separate file.

  *

            Intuition-menus
             that give you a quick access to the features mentioned

      above. You can control the size of the window, clear it etc.

  *
              Jump-scroll
               option, which increases output speed a lot.

  * The console window can be
              iconified
               and put on the Workbench
    as an AppIcon.

  *
              Asynchronous typeahead
              , if you want to type in the next command while
    watching the output from the previous one.

  * Workbench
              icondrop
               is supported.

  * You can have the
              current directory
               displayed in the windowtitle.

  * The mouse can be used for
              positioning the cursor
                on the input line.

  * The text can be any (non-proportional)
              font
               you like.
    Topaz 44 is a killer.

  * The command-history buffer eliminates identical lines, the window is
    positioned more intelligently etc.

   Please note that KingCON does NOT patch CON in any way, it is written
completely from scratch. There is a way, however, to
              mount KingCON as 'CON:'
              .
In this way, every program that use 'CON:' will actually be using KingCON
and all the good it stands for.:-> Of course, this is optional.

   KRAW: is a replacement for RAW:, but the menus, filename-completion and
review don't work. It has limited use, because you can't run a Shell in it.
See some DOS-documentation for details about the differences between
CON: and RAW:.

1.4 Installing KingCON

               Simply run 'Installation' by double-clicking on its icon. The
              script
              then copies the necessary files to your HD (or Workbench-disk).

   When KCON: is installed and mounted, you can try it (at last!) by

typing the following in a shell-window (or try clicking here):

  Newshell window KCON:,

  Newshell window KCON:////Shell/CLOSE/MINI/JUMP

or:

  Echo Yes!! >KCON:240//160/100/AreYouSure?/FONTTopaz.22/WAIT/CLOSE/PLAIN

   When you have found out that KingCON really is worth keeping, you
probably want to replace CON: and use KCON: instead. To do that, you
must
               mount KCON: as CON:
                  .

1.5 Installation script

The install-script does the following things:

  * Depending on which processor you have, 'KingCON-handler' or
    'KingCON-handler.020' is copied to L:. Once copied, it is
    always called 'KingCON-handler'.

  * 'KingCON-mountlist' is copied to DEVS:

  * 'KCON:' and 'KRAW:' are mounted.

  * Optionally, the necessary Mount-commands are added to s:user-startup.
    They are:
    Mount KCON: from DEVS:KingCON-mountlist
    Mount KRAW: from DEVS:KingCON-mountlist

1.6 Mounting KCON: as CON:

   When KingCON is installed, the DOS-devicename for it is 'KCON:' (and
'KRAW:' for the unbuffered version). If you want that all your
shell-windows you open should be KCON-windows, you just change the
WINDOW-ToolType of the Shell-icon to say KCON: instead of CON:. (See
your Workbench-documentation.) But in this way, you will only get a
KCON-window if you start a new shell by double-clicking on the Shell-icon.
Furthermore, some programs have their own console-windows and won't let
you change them from CON: to KCON:. (Real3D v2.0 is one example).
   What you need is something that makes every reference to 'CON:'
actually lead to KingCON. This is done by mounting 'KCON:' as 'CON:'
instead. BUT, this is normally not possible, since 'CON:' (and 'RAW:')
are mounted before the startup-sequence is executed.

   This is the solution:

  * Add these lines BEFORE the Mount-commands in the user-startup:

```
   Assign CON: DISMOUNT
   Assign RAW: DISMOUNT
 * Change the Mount-commands to:
  Mount CON: from DEVS:KingCON-mountlist
  Mount RAW: from DEVS:KingCON-mountlist
```

Now when you boot, every console-window should be a KingCON-window. There
is no need to have a special KCON: or KRAW:-device. Enjoy!

!! WARNING !!
Before you try the above, PLEASE make sure that the normal installation
was successful and that you can mount KCON: and KRAW: when rebooting.
Make sure that you follow the steps carefully. If something for some reason
goes wrong after the Assign-DISMOUNT-commands, you won't have any console
at all. A very frustrating situation if you must start your favourite
text-editor, in order to correct the mistake, from the Shell... Remember
that you have the Workbench-menu "Execute command" as a final rescue!

1.7 Editing

                   Note: Everything said here is only true for the "cooked" KCON- ↩
                        console.
KRAW is "raw" and has no editing capabilities. Also, if you have specified
the
                ASYNC
                -option, things will work a bit different from what you may be
used to.

'KCON:' is probably most often used as output for the Shell, but editing
works the same if it is a program's private AREXX-console, for example.
Even the filename-completion is identical.

I assume some experience of the editing used in 'CON'. Most things are
identical, the exceptions from this are marked with a (!).

These keys are used for the line-editing:

```
Key     Effect
--------------------------------------------------------------------------
Any "printable" char. Inserts the character pressed under the cursor,
     shifting the characters right of the cursor one
     step to the right.


Return or     Finishes the line and adds it to the history-buffer,
Control-M   UNLESS it is identical to the previous line.

Shift-Return (!)  The line is finished and added to the history-buffer,
     but it is not sent to the command shell. This means
     that it won't be executed.

Control-\   Inserts an EOF-character and finishes the line.
     This often means that the window is closed, but it's
     up to the program that opened 'KCON:' to decide.
```

```
Control-J   Adds a linefeed.


Right Arrow   Moves the cursor to the right.

Left Arrow    Moves the cursor to the left.

Up Arrow    Displays the previous history-line.

Down Arrow    Displays the next history-line.

Shift-Right Arrow or  Cursor to the end of the line.
Control-Z

Shift-Left Arrow or Cursor to the beginning of the line.
Control-A

Alt-Right Arrow (!) Cursor to the beginning of the next word.

Alt-Left Arrow (!)  Cursor to the beginning of the previous word.

Left Mousebutton (!)  Moves the cursor to to the position on the input-
      line that you clicked on. If you click somewhere
      else in the window, nothing will happen.
      Note that the cursor is moved when the button is
      released and that you must not drag the mouse
      pointer before you release the button.
      You can still select text to be copied to the
      clipboard as usual.


Backspace   Deletes the character to the left of the cursor and
      shifts the rest of the line to the left.

Delete     Deletes the character under the cursor and shifts
      the rest of the line to the left.

Shift-Backspace (!) or  Deletes the line to the left of the cursor.
Control-U

Shift-Delete (!) or Deletes the line to the right of the cursor and
Control-K   puts the characters in a cut-buffer (NOT on the
      clipboard.)

Alt-Backspace (!) or  Deletes the word that the cursor is standing on
Control-W   to the left.

Alt-Delete    Deletes the word that the cursor is standing on
      to the right.

Amiga-Delete    Deletes the word that the cursor is standing on.

Control-B or    Deletes the whole line.
Control-X

Control-L (!)   Deletes the whole line and clears the console.
```

```
Shift-Up Arrow    Finds the next history-line whose leading characters
     match the first characters in the line up to the
     cursor.

Shift-Down Arrow  Clears the line and puts you at the end of the
     history buffer. (That means that if you then press
     'Up Arrow', the last line of the history will be
     displayed.)


Alt-Up Arrow (!)  Scrolls backwards one page in the
               review-buffer
               .

Alt-Down Arrow  (!) Scrolls forwards one page in the
               review-buffer
               .

Shift-Alt-Up Arrow (!)  Scrolls to the beginning of the
               review-buffer
               .

Shift-Alt-Down Arrow (!) Scrolls to the end of the
               review-buffer
               .


Amiga-V    Inserts text from the clipboard.

Control-Y   Inserts the characters deleted with Control-K or
     Shift-Delete.

Control-S   Halts the output (if you are listing a directory
     for example). This could be done by typing any
     key and then type Backspace to resume output.

Control-Q   Resumes output again.


TAB (!)
               Filename-completion
               .

Shift-TAB (!)
               Device-completion
               .

Alt-TAB (!)
               Command-completion
               .
```

1.8 Filename- command- and device-completion

The idea with xx-completion (or TAB-expansion) is to make ←
typing faster
and more accurate. Once used to it, it will be a great help you don't
want to live without.

Filename-completion

Command-completion

Device-completion

Select window

Filenames with spaces

Dropping WB-icons

The current directory

1.9 Filename-completion

If you want to enter a specific filename (or a complete path), ←
you start
with entering the first characters in the filename, then press TAB (or
Amiga-F, see
Completion
-menu). If only one file or directory relative to the

current directory
 matches those leading characters, the rest of the name
will be filled in for you.
   Normally you just enter the first letters of a filename and then press
TAB. If many files begin with the same letters, you can also use standard
AmigaDOS wildcards to filter out the file you want. For example, if you
want a file that ENDS with the characters '.gif', you type '#?.gif' and
press TAB.
   If more than one file matches the characters you typed, a
select window
will be opened for you, where you can pick the file you want.

   If you didn't type any characters at all before you pressed TAB (or
Amiga-F), an asl-requester will be opened for you, where you select
your file or directory.
   By default, .info-files are not shown. This can be toggled by selecting
the menu
Complete » Show .info
.

1.10 Command-completion

                         Command-completion works in the same way as
                  filename-completion
                  . The
difference is that not only the
                  current directory
                   is searched, but also all
the command-paths. Only plain executable files are considered in the search.
If your system has many command-paths, this operation may take a while.
   Command-completion is activated by pressing Alt-TAB or Amiga-M.

1.11   Device-completion

   Device-completion is quite simple, and is invoked by pressing Shift-TAB
or Amiga-D. All volumes (like 'Workbench:'), assigns ('L:', 'FONTS:' etc)
and DOS-devices ('PAR:', 'CON:' etc) are searched for a match.

1.12   Filenames with spaces

If you have completed a filename that includes spaces, quotation-marks will
be inserted automatically in the beginning and the end of the word (where ←↩
   necessary).
Let's say that you want to enter the following path:

  My Directory/The Manual.doc

   You start by entering 'my' and then press TAB. The line will look
like this:

  "My Directory/

   Now you enter 'the' and press TAB again. The path is now complete:

  "My Directory/The Manual.doc"

   Note how one quotation-mark was inserted in front of My Directory and
one after The Manual.doc. The path will now be interpreted as one word
by the command shell.
   If you want to match on a string that contains spaces, you must put
a quotation-mark in front of the first word before you press TAB:

  "my dir<TAB>

   To sum up, KingCON does the following to determine which filename to
complete: If the line contains and ODD number of "'s left of the the cursor, the
name is taken from the last quotation-mark to the position of the cursor.
Otherwise, the beginning of the word is taken from the character next
to the first space, comma, or one of ' = < >. (Dot not included.)

1.13   The current directory

What is this talk about 'current directories' and 'command- ←
                   paths'?
'KCON:' is just a DOS-device and has no 'current dir' like the Shell.
Is 'KCON:' some kind of shell or what??
   The answer is that KingCON keeps track of which process that opened a
KCON-window. Every time you invoke filename- or command-completion, KingCON
looks at which directory is the current directory for the process that
opened the window. Command-paths are also found this way.
   If the process that opened the window dies before the window is closed
(this could be the case if it is a
                   WAIT-window
                   .), KingCON keeps
the directory that was used last time some kind of completion was
activated. Command-paths are lost, though.

   I've said it before, but I'll do it again, for the sake of clarity:
KingCON is NOT a Shell, dispite of the filename-completion and some other
functions. No interpretation of what you type is done. To the programs
that use 'KCON:' for input and output, it behaves just like 'CON:'.

1.14 Select window

   When any of the completion-functions has produced more than one match,
a window with a list of alternatives will be opened. You select the
file/command/device you want by:

  * Clicking on it and then choosing 'OK' or
  * Double-clicking on it or
  * Browse through the names with TAB and Shift-TAB or
    Up- and Down-Arrows, then press Return.

  To cancel, you:

   * Press 'Cancel' or
   * Close the window or
   * Press ESC.

1.15 Dropping icons on the console

   Another quick way to insert a filename on command-line is to drag one
or more icons from the Workbench over the console window and droping them
there. The complete path for the icon, including quotation-marks (when
necessary), will be printed.
   This is only possible if the window was opened on the Workbench-screen.

1.16 Review-buffer

                   One of the major differences between a CON-window and a KCON- ←
                   window is

that the latter has a scrollgadget in the left windowborder, that lets you
browse through all the text that has been output to it since it was opened.

   When you have done a long directory-listing and want to go back to take
a look at the first files that were listed, you just grab the knob and
move it up until you find the place you looked for. The arrows can be used
to scroll (approx.) one row up and down.
   As soon as you type something on the keyboard or a program wants to
output something to the window, the "review-mode" is exited and the
scrollknob moves to the bottom. This means that if you try to scroll while
a file is being Type'd, the text will jump up and down between the position
you want to look at and the bottom of the review-buffer. Confusing, maybe,
but fully normal.
   If you have typed a few characters on the edit-line and then begin to
scroll before you press Return, the line will disappear. But as soon as
you type something again, the "review-mode" is exited and the line will
be visible again.

                    Differences to original output

                    Memory management

                    Speed on an MC68000-Amiga

1.17   Differences between buffered text and original output

                    The text shown in the review-buffer doesn't always look like ←
                         the text
that originally was output to the window. Control-sequences to move the
cursor, delete characters etc are not interpretated, which means that some
programs that do fancy things to their output won't look that fancy when
you begin dragging the scrollknob. This is not a bug, just a sacrifice
for speed. :->
   If you specify the
                NOSTYLES
                -option, all textstyle control-sequences will
be filtered. This saves some memory and perhaps speeds up output on plain
68000's. The text in the buffer will always be black and white, though.

1.18   Memory management

                    The memory for the buffer is allocated dynamically when something ←
                         is
output to the window. Normally a maximum of 64Kb can be allocated for
the buffer before the first lines start disappearing. The limit can
be set to another value with the
                MAXBUF
                -option.
   Don't forget that no memory is allocated for the buffer when the console
window is opened, because of its dynamic nature. The drawback with this is
that you lose memory for every line you write. This can be frustrating if

you are debugging a program to see if it frees all memory when it returns.
('Avail', 'Program', 'Avail', you know.) In those situations, you should
disable both the history-buffer and the review-buffer.

1.19   Speed on an MC68000-Amiga

You may notice that output is slowed down a bit when the buffer ←
is
enabled, especially if you have a plain 68000-Amiga. On faster machines,
it takes more time just to scroll the window than to manage the buffer,
so it shouldn't be a problem there.
   If you DO find it too slow, there are five things you can do:

* Enable the jump-scroll. This can be done with the
            JUMP
            -option or
   by selecting the
            Console » Jump scroll
            -menu. Output will be fast
   but maybe a bit jumpy.

* Specify the
            NOGADS
            -option. Because the
   updating of the scrollgadget has much overhead, removing it in this
   way is probably enough to solve the speedproblem.

* Select the
            Review » Enabled
            -menu to disable the buffer temporarily.

* Specify the
            NOREVIEW
            -option.

* Specify the
            NOSTYLES
            -option.

1.20   Menus

The menubar contains the following menus and menuitems:

            Console

            Complete

            Review

            History
               The menus are ghosted while the console is in RAW-mode. The

```
                    NOMENUS
                    -option opens a window without a menubar.
```

1.21 Console menu

```
                  Reset   (Z) - Clears the console-window and resets all
        styles etc. Use this if a program leaves
        the window in a complete mess.
 Jump scroll   - If checked, output speed will be increased
        by scrolling the text several lines
        at the time. Use the
            JUMP
            -option
        to have this function enabled when the
        window is opened.
 Iconify (I)   - The console window is iconified and put
        on the Workbench as an AppIcon. If
        you specify the
            NOICON
            -option, the menu
        will read "Minimize", and the window
        window will just be as small as possible
        instead of being turned into an icon.
        This will also happen in some other cases
        when it isn't possible to iconify the
        window for compability reasons.
 Normalize (N) - Positions the window at the same place
        with the same size as when it was opened.
        Can be disabled.
 Maximize  (A) - Makes the window as big as possible
        within the visible area of the screen.
        Can be disabled.
 Halt    (H) - Halts output.
 Resume    (R) - Resumes output.
 About... (?) - Opens a requester telling you about the
        current version of KingCON, the author etc.
 Close   (Q) - The same as clicking in the window's
        closegadget or typing Control-\. The
        process that owns the window decides if
        it should be closed.
```

1.22 Complete-menu

```
                  Filename  (F) - Completes a filename or directoryname.
        The same as pressing TAB.
 Command   (M) - Completes a DOS-command. Same as pressing
        Alt-TAB.
 Device    (D) - Completes a devicename. Same as pressing
        Shift-TAB.
 Show .info   - If checked, .info-files will be considered
        when KingCON is looking for matches.
```

        See also

                Completion

                .

1.23 Review-menu

                Enabled   - If checked, all text output to the window
        will be saved in the review-buffer. If
        not, you will still be able to scroll
        through old text, but no new text will
        be added.
  Clear buffer   - Clears the review-buffer.
  Save plain text as... - Lets you select a file to which the buffer
        will be saved as plain text.
  Save with styles as... - Lets you select a file to which the buffer
        will be saved, including control-sequences
        for text style and color.

   See also

                Review-buffer

                .

1.24 History-menu

  Enabled   - If checked, lines typed by you will be
        saved in the command-history buffer.
        If not, no lines are saved, but you will
        still be able to browse through the lines
        that are already in the buffer.
  Clear buffer   - Clears the history-buffer.

1.25 Options when opening the console-window

                A KCON-window is opened in the same way as a CON-window. The ←
                    template
for the "filename" is:

  KCON:LeftEdge/TopEdge/Width/Height/Title/Options/...

   All keywords are optional. If you want the default-value, you write
nothing. For example, if you want to specify a title, but no position or
size, you write: (Don't forget the quotation-marks if you have spaces
in the filename!)

  "KCON:////My Title"

   The meaning of the keywords are quite obvious. The default is to
open a window that covers covers the whole horisontal and half the
vertical visible area of the screen. The window is positioned below the

menubar of the screen if possible. The default title is 'KingCON'.
   This differs a bit from CON, which always opens a window in the top
left corner of the screen with a fixed height. I think KingCON's way of
opening is better. :-)

   The options allow you to customize the window.

  Compatible with CON: New for KingCON:

                    AUTO

                    CLOSE

                    AUTOICON

                    NOGADS

                    BACKDROP

                    NOBORDER

                    NOREVIEW

                    NOSTYLES

                    NODRAG

                    NOSIZE

                    NOFNC

                    NOMENUS

                    SIMPLE

                    SMART

                    PLAIN

                    JUMP

                    WAIT

                    SCREEN

                    FONT

                    MINI

                    WINDOW

                    INACTIVE

                    MAXBUF

                    SHOWDIR

```
               ALT

               ASYNC

               NOICON
```

1.26 AUTO-option

```
               AUTO    The window isn't opened until some text is output to it  ←
                    or
a program wants to read from it. It also gets a close-gadget.
The
               AUTOICON
               -option works in a similar way.
```

1.27 CLOSE-option

```
  CLOSE  The window is equipped with a closegadget.
```

1.28 BACKDROP-option

```
  BACKDROP The window is opened as a backdrop behind all other
     windows on the screen.
```

1.29 NOBORDER-option

```
  NOBORDER The window has no border. Very confusing.
```

1.30 NODRAG-option

```
  NODRAG The window has no dragbar.
```

1.31 NOSIZE-option

```
  NOSIZE The window has no sizing-gadget or zoom-gadget. The "Shrink"-
     and "Expand"-menuitems are disabled.
```

1.32 SIMPLE-option

```
  SIMPLE You can mark and copy text from the console. This is
     the default.
```

1.33 SMART-option

```
          SMART  The opposite of
       SIMPLE
       . This is the
way the console window was before v2.0 of the OS. If the
window is scaled down and then resized again, you will
lose the text that was printed on the revealed portions
of the window.
```

1.34 WAIT-option

```
WAIT   The window isn't closed until you type Control-\, select
   Quit or click the closegadget.
```

1.35 SCREEN-option

```
SCREEN <name>  The window will be opened on a public screen with a
   certain name (case-sensitive!). To open on the screen
   "TERM", you type: .../SCREEN TERM/... or .../SCREENTERM/...
```

1.36 WINDOW-option

```
WINDOW <address>  The console is attached to an already open window
   with the address expressed in hexadecimal numbers.
   The review-buffer will be disabled for compability.
```

1.37 INACTIVE-option

```
INACTIVE The window isn't activated when it is opened.
```

1.38 ALT-option

```
          ALT<x>/<y>/<w>/<h>  When the zoom-gadget is clicked, the window ←
              will
     get the position and dimensions described by
     x,y,w & h. For example, ...ALT100/100/400/50...
     will make the window a thin strip in the middle of
     the screen when you click the zoom-gadget.
     The
        MINI
        -option is a faster way to specify
     that you just want the window to be smaller.
```

1.39 MINI-option

                  MINI   The window is minimized the first time you hit the
    zoom-gadget instead of being resized to fill the
    whole screen.
    More control over the actual zoom-size is obtainened
    with the
              ALT
              -option.

1.40 NOGADS-option

    NOGADS No scrollgadget in the right windowborder is created. On
        slower machines this will increase the speed of the review-
        buffer noticeably. You can still use the alt-arrow-keys
        to scroll through buffered text, of course.

1.41 NOREVIEW-option

                  NOREVIEW The window gets no review-buffer. No scrollgadget is
    created and the
              Review
              -menu is disabled. If you just
    want to gain speed, first try the
              NOGADS
              -option.

1.42 NOSTYLES-option

    NOSTYLES Control-sequences that control textstyle and -color are
        not saved in the review-buffer. Buffered text will be
        plain black and white.

1.43 NOFNC-option

                  NOFNC   (Short for No FileName Completion). The TAB, Shift-TAB ↩
                   and
    ESC-keys don't activate any completion-function in order
    to be compatible with CON. Note that you can still
    use the
              Completion
              -menu!!!

1.44 NOMENUS-option

    NOMENUS   No menubar is created.

1.45 PLAIN-option

```
          PLAIN  The same as
       NOREVIEW
       /
       NOFNC
       /
       NOMENUS
       . The window will
  behave exactly like a CON-window.
```

```
Example:  NewShell WINDOW KCON:////Boring.../PLAIN
(You must
          install
           and mount KCON: first!)
```

1.46 JUMP-option

```
JUMP   Enables jump-scroll. Output speed is increased by scrolling
   several lines of text at once. Note that some programs that
   do their own jump-scrolling (like 'more') may not work
   very well with this option.
   If the window is very small, jump-scrolling is automatically
   disabled.
```

1.47 FONT-option

```
          FONT <name.size>  Another font than the default-font is used.  ←
             To specify
   a bigger topaz-font you type: .../FONT topaz.44/... or
   .../FONTtopaz.44/... Note that the font must be monospaced
   or the window will fail to open!
   I suggest that you use the FONT-option to change the font
   instead of the SetFont-command.
```

```
Example:  NewShell WINDOW KCON:////FontTest/FONTLetterGothic.18
(You must
          install
           and mount KCON: first!)
```

1.48 MAXBUF-option

```
          MAXBUF <size>  Sets the biggest size for the review-buffer in  ←
             kilobytes.
   The smallest possible value 4. It is not always wise to
   set the size to a very big value, because your system
   can run out of memory if you output a lot of text to
   the console.
   See also
```

```
        Memory management
            .
```

1.49 ASYNC-option

ASYNC Enables asynchronous typeahead. Normally, when you press a
   key while a program ('list' for example) is outputting text
   to the console, the output is halted until you have finished
   the your input in some way or another. However, if you
   specify the ASYNC-option, your keystrokes will be buffered
   while the output is going on and printed on the command-line
   when the prompt returns.
   If you start stepping backwards with the arrow-keys or
   do something else that makes it hard for you to keep track
   of what currently lies in the buffer or where the cursor is,
   the output is halted and the buffer is printed on the
   command line where you can continue to edit it.

1.50 SHOWDIR-option

```
        SHOWDIR  The
     current directory
      is displayed in the titlebar.
Two space-characters are placed between the title and
the path.
```

1.51 AUTOICON-option

```
        AUTOICON This is exactly the same as the
     AUTO
     -option, except that
 an AppIcon is put on the Workbench as long as the window is
closed. If you try a lot of PD-programs, it can be convenient
to have the following line in the startup-sequence:
  Run Enforcer FILE KCON:////Bang!/AUTOICON
```

1.52 NOICON-option

NOICON The window will just be minimized instead of iconified
 when you select Iconify/Minimize from the menu.

1.53 To do...

KingCON introduces some very useful features that makes it a worthy
replacement for CON. But there are still a few things I want to see
in a future version:

  * Most certainly next version will contain some kind of preference-editor.
    This will let you set the default-options (so you won't have to
    specify CLOSE for every window you open, for example), set the size
    of the buffers etc. I'm also thinking of an extra option where you
    select which preferences you wish to use.

  * Configurable editing- and function-keys.

  * More TAB-expansion-methods, for those who like the way that many
    UNIX-shells work.

  * The review-buffer could be more intelligent and interpret cursor-moves.

  * A new completion-function that completes words from a textfile that
    you specify. All the switches for DOS-commands, for example.

  * A special gadget in the titlebar for iconifying the window.

  * Localized menus, Kickstart 3.0-specific functions, smaller, faster...

If you have something else that you would like to see implemented in
KingCON (or if you find one of those annoying b*gs), feel free to mail
me. Who knows, maybe I do something about it!

         /|t last I want to say a BIG THANKYOU to everybody
        / |that have reported bugs and come with good ideas.
       / |Most new features in this version are here thanks
      /¯¯¯|to you (and me of course).
     / |
    --   ---

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